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1 [An efficient instantiation algorithm for simulating radiant energy transfer in plant models](#)


[models](#)

Cyril Soler, François X. Sillion, Frédéric Blaise, Philippe Dereffye

 April 2003 **ACM Transactions on Graphics (TOG)**, Volume 22 Issue 2

Publisher: ACM Press

 Full text available: [pdf\(467.92 KB\)](#)

 Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

We describe a complete lighting simulation system tailored for the difficult case of vegetation scenes. Our algorithm is based on hierarchical instantiation for radiosity and precise phase function modeling. It allows efficient calculations both in terms of computation and memory resources. We provide an in-depth description and study of the instantiation-based radiosity technique and we address the problems related to generating and managing phase functions of plant structures, as needed by the ...

Keywords: Plant growth simulation, calibrated physiological simulation, instantiation, landscape simulation, lighting simulation, radiosity

2 [Global illumination: Path integration for light transport in volumes](#)

Simon Premoze, Michael Ashikhmin, Peter Shirley

 June 2003 **Proceedings of the 14th Eurographics workshop on Rendering EGRW '03**

Publisher: Eurographics Association

 Full text available: [pdf\(977.91 KB\)](#)

 Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#)

Simulating the transport of light in volumes such as clouds or objects with subsurface scattering is computationally expensive. We describe an approximation to such transport using path integration. Unlike the more commonly used diffusion approximation, the path integration approach does not explicitly rely on the assumption that the material within the volume is dense. Instead, it assumes the phase function of the volume material is strongly forward scattering and uniform throughout the medium, ...

3 [Rendering: Calculating thermal radiation fields from 3D flame reconstruction](#)



Paul Mason, Chris Rogers

 February 2003 **Proceedings of the 1st international conference on Computer graphics and interactive techniques in Australasia and South East Asia**

Publisher: ACM Press

 Full text available: [pdf\(362.82 KB\)](#)

 Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Designing fire safety into a building requires a designer to think through issues that include fire ignition, growth and spread. Radiative heat transfer from flames is the dominant method of spread. It is, therefore, necessary to determine the thermal radiation

field surrounding a fire. This can be estimated from the size and shape of the flame. In this paper we present a method to determine flame size and shape using image-processing techniques. The images of the fire are recorded using multipl ...

Keywords: configuration factor, flame geometry, heat flux, radial basis function, thermal radiation field

4 Monte Carlo evaluation of non-linear scattering equations for subsurface reflection



Matt Pharr, Pat Hanrahan

July 2000 **Proceedings of the 27th annual conference on Computer graphics and interactive techniques**

Publisher: ACM Press/Addison-Wesley Publishing Co.

Full text available: pdf(922.18 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

We describe a new mathematical framework for solving a wide variety of rendering problems based on a non-linear integral scattering equation. This framework treats the scattering functions of complex aggregate objects as first-class rendering primitives; these scattering functions accurately account for all scattering events inside them. We also describe new techniques for computing scattering functions from the composition of scattering objects. We demonstrate that solution techniques base ...

Keywords: Chandrasehkar's equation, Monte Carlo techniques, adding equations, equation of transfer, illumination, invariant imbedding, principles of invariance, reflectance and shading models, rendering, scattering function

5 Architecture: Heterogeneous multi-computer system: a new platform for multi-paradigm scientific simulation



Taisuke Boku, Masayuki Umemura, Jun'ichiro Makino, Toshiyuki Fukushima, Hajime Susa, Akira Ukawa

June 2002 **Proceedings of the 16th international conference on Supercomputing**

Publisher: ACM Press

Full text available: pdf(167.22 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

HMCS (Heterogeneous Multi-Computer System) is a new parallel processing platform combining massively parallel processors for continuum simulation and particle simulation to realize multi-scale computational physics simulations. We are constructing a prototype system of HMCS with a general purpose scientific parallel processor CP-PACS and a gravity calculation parallel processor GRAPE-6 connecting them via commodity-base parallel network. On the prototype of HMCS, a microscopic gravity calculation ...

Keywords: CP-PACS, GRAPE, heterogeneous computing

6 A framework for the analysis of error in global illumination algorithms



James Arvo, Kenneth Torrance, Brian Smits

July 1994 **Proceedings of the 21st annual conference on Computer graphics and interactive techniques**

Publisher: ACM Press

Full text available: pdf(219.92 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

In this paper we identify sources of error in global illumination algorithms and derive bounds for each distinct category. Errors arise from three sources: inaccuracies in the boundary data, discretization, and computation. Boundary data consists of surface geometry, reflectance functions, and emission functions, all of which may be perturbed by errors in measurement or simulation, or by simplifications made for computational efficiency. Discretization error is introduced by replacing the c ...

Keywords: boundary elements, discretization, error bounds, global illumination, linear operators, projection methods, radiosity, reflectance functions

7 Gaussian Transfer Functions for Multi-Field Volume Visualization

Joe Kniss, Simon Premoze, Milan Ikits, Aaron Lefohn, Charles Hansen, Emil Praun
October 2003 **Proceedings of the 14th IEEE Visualization 2003 (VIS'03) VIS '03**

Publisher: IEEE Computer Society

Full text available:  [pdf\(307.21 KB\)](#) Additional Information: [full citation](#), [abstract](#)

Volume rendering is a flexible technique for visualizing dense 3D volumetric datasets. A central element of volume rendering is the conversion between data values and observable quantities such as color and opacity. This process is usually realized through the use of transfer functions that are precomputed and stored in lookup tables. For multidimensional transfer functions applied to multivariate data, these lookup tables become prohibitively large. We propose the direct evaluation of a particu ...

Keywords: Volume Rendering, Transfer Functions, Multi-field visualization

8 Parallel algorithms for radiation transport on unstructured grids


Steve Plimpton, Bruce Hendrickson, Shawn Burns, Will McLendon
November 2000 **Proceedings of the 2000 ACM/IEEE conference on Supercomputing (CDROM)**

Publisher: IEEE Computer Society




Full text available:  [pdf\(193.24 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)
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The method of discrete ordinates is commonly used to solve the Boltzmann radiation transport equation for applications ranging from simulations of fires to weapons effects. The equations are most efficiently solved by sweeping the radiation flux across the computational grid. For unstructured grids this poses several interesting challenges, particularly when implemented on distributed-memory parallel machines where the grid geometry is spread across processors. We describe an asynchronous, ...

9 Efficient algorithms for atmospheric correction of remotely sensed data

 Hassan Fallah-Adl, Joseph Jájá, Shunlin Liang, Yoram J. Kaufman, John Townshend
December 1995 **Proceedings of the 1995 ACM/IEEE conference on Supercomputing (CDROM) - Volume 00 Supercomputing '95**

Publisher: ACM Press, IEEE Computer Society


Full text available:  [pdf\(644.07 KB\)](#)
 [html\(2.80 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)
 [Publisher Site](#)

Remotely sensed imagery has been used for developing and validating various studies regarding land cover dynamics. However, the large amounts of imagery collected by the satellites are largely contaminated by the effects of atmospheric particles. The objective of atmospheric correction is to retrieve the surface reflectance from remotely sensed imagery by removing the atmospheric effects. We introduce a number of computational techniques that lead to a substantial speedup of an atmospheric corre ...

Keywords: High Performance Computing, Atmospheric Correction, Scalable Parallel Processing, Parallel I/O, Remote Sensing, TM, AVHRR

10 Extending the radiosity method to include specularly reflecting and translucent materials

 Holly E. Rushmeier, Kenneth E. Torrance
January 1990 **ACM Transactions on Graphics (TOG)**, Volume 9 Issue 1

Publisher: ACM PressFull text available:  pdf(2.94 MB)Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

An extension of the radiosity method is presented that rigorously accounts for the presence of a small number of specularly reflecting surfaces in an otherwise diffuse scene, and for the presence of a small number of specular or ideal diffuse transmitters. The relationship between the extended method and earlier radiosity and ray-tracing methods is outlined. It is shown that all three methods are based on the same general equation of radiative transfer. A simple superposition of the earlier ...

11 Analysis of 3D Conjugate Heat Transfers in Electronics

J. P. Fradin, L. Molla, B. Desaunettes


March 1997 **Proceedings of the 1997 European conference on Design and Test****Publisher:** IEEE Computer SocietyFull text available:  pdf(713.98 KB)Additional Information: [full citation](#), [abstract](#) [Publisher Site](#)

An efficient method for the analysis of real 3D conjugate heat transfer for electronic devices is presented. This methodology is based on the coupling of two software: a conductive software based on the Boundary Element Method (REBECA-3D(R)) and a convective software based on the Volume Finite Method (FLUENT). The methodology is tested on a Multi Chip Module (CPGA224) for which experiments have been performed by the CNRS (French National Center for Scientific Research).

Keywords: heat transfer, 3D conjugate heat transfer, electronic device, conductive software, boundary element method, REBECA-3D, convective software, volume finite method, FLUENT, multichip module, CPGA224

12 Applications of irradiance tensors to the simulation of non-Lambertian phenomena

James Arvo

September 1995 **Proceedings of the 22nd annual conference on Computer graphics and interactive techniques****Publisher:** ACM PressFull text available:  pdf(740.81 KB)Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#) ps(4.66 MB)

Keywords: angular moment, axial moment, directional luminaire, double-axis moment, glossy reflection, glossy transmission, irradiance tensor

13 Session 3: light: Matrix radiance transfer

Jaakko Lehtinen, Jan Kautz

April 2003 **Proceedings of the 2003 symposium on Interactive 3D graphics****Publisher:** ACM PressFull text available:  pdf(8.07 MB)Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Precomputed Radiance Transfer allows interactive rendering of objects illuminated by low-frequency environment maps, including self-shadowing and interreflections. The expensive integration of incident lighting is partially precomputed and stored as matrices. Incorporating anisotropic, glossy BRDFs into precomputed radiance transfer has been previously shown to be possible, but none of the previous methods offer real-time performance. We propose a new method, *matrix radiance transfer*, which ...

Keywords: orthogonal projection, reflectance & shading models, shading, spherical harmonics

14 Physically-based simulation: A survey of the modelling and rendering of the earth's atmosphere



Jaroslav Sloup

April 2002 **Proceedings of the 18th spring conference on Computer graphics****Publisher:** ACM PressFull text available: pdf(323.18 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

One of the extensively researched fields in today's computer graphics are techniques for simulation and visualisation of various natural phenomena. This state of the art report is a survey of the methods for modelling and rendering of the cloudless Earth's atmosphere and related light effects. A physically based lighting model describing the light propagation through the atmosphere is presented. The model takes into account absorption and scattering by particles suspended in the atmosphere and ca ...

Keywords: atmospheric effects, light scattering, modelling of natural phenomena, photo-realistic image synthesis

15 The invariant imbedding numerical method for Fredholm integral equations with displacement kernels



J. Casti, H. Kagiwada, R. Kalaba

August 1969 **Proceedings of the 1969 24th national conference****Publisher:** ACM PressFull text available: pdf(327.75 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

An initial-value formulation for the solution of the Fredholm integral equation $u(t) \approx g(t) + \int_a^b k(t-y)u(y)dy$ is developed, and a feasible computational scheme outlined. Numerical results are given for an equation arising in the study of radiative transfer processes.

16 Improving radiosity solutions through the use of analytically determined form-factors



D. R. Baum, H. E. Rushmeire, J. M. Winget

July 1989 **ACM SIGGRAPH Computer Graphics , Proceedings of the 16th annual conference on Computer graphics and interactive techniques SIGGRAPH '89**, Volume 23 Issue 3**Publisher:** ACM PressFull text available: pdf(5.15 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Current radiosity methods rely on the calculation of geometric factors, known as form-factors, which describe energy exchange between pairs of surfaces in the environment. The most computationally efficient method for form-factor generation is a numerical technique known as the hemi-cube algorithm. Use of the hemi-cube is based on assumptions about the geometry of the surfaces involved. First, this paper examines the types of errors and visual artifacts that result when these assumptions are vio ...

17 A new radiosity approach by procedural refinements for realistic image synthesis



Min-Zhi Shao, Qun-Sheng Peng, You-Dong Liang

June 1988 **ACM SIGGRAPH Computer Graphics , Proceedings of the 15th annual conference on Computer graphics and interactive techniques SIGGRAPH '88**, Volume 22 Issue 4**Publisher:** ACM PressFull text available: pdf(2.63 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

According to the rendering equation, the diffuse and the specular components of the outgoing intensity of each surface patch should be solved simultaneously. Rather than establishing a huge set of linear equations defining the unknown directional intensities for all directions and all surface patches, we expand the concept of the delta form-factor which concerns the light energy transfer of a surface patch along a respective direction.

As the delta form-factor for non-diffuse surface patches are ...

Keywords: distributed ray tracing, form-factors, global illumination, hemi-cube, procedural iteration, progressive refinement, radiosity

18 The use of computer-simulated radiances to retrieve total atmospheric ozone data from satellite-mounted infrared multifilter radiometers

Patrick P. Weidhaas

March 1981 **Proceedings of the 14th annual symposium on Simulation**

Publisher: IEEE Press

Full text available:  pdf(827.15 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Between March 1977 and February 1980, four satellites equipped with multichannel filter radiometer (MFR) sensors supplied infrared radiance data at various spectral channels. The Satellite Ozone Analysis Center (SOAC) at the Lawrence Livermore National Laboratory received the radiance data from the U.S. Air Force. An ozone retrieval model was developed by SOAC in order to derive total ozone values from the radiance data. Statistical comparison against a network of ground observatories which ...

19 Systems and applications: A volume rendering approach for sea surfaces taking into account second order scattering using scattering maps

Kei Iwasaki, Yoshinori Dobashi, Tomoyuki Nishita

July 2003 **Proceedings of the 2003 Eurographics/IEEE TVCG Workshop on Volume graphics VG '03**

Publisher: ACM Press

Full text available:  pdf(2.41 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

We present a fast volume rendering technique for sea surfaces taking into account second order scattering using graphics hardware. To generate realistic images of the sea surfaces, accurate simulation of light transport within water is necessary. In particular, multiple scattering due to particles in the water plays an important role in creating realistic images. In this paper, we introduce the concept of a scattering map for efficient computation of light scattering within water volume. In orde ...

20 FREEHEAT-a passive solar system simulation program

J. C. Chapman, P. J. Burns, C. B. Winn

December 1979 **Proceedings of the 11th conference on Winter simulation - Volume 1**

Publisher: IEEE Press

Full text available:  pdf(775.54 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

A finite-difference, nodal computer simulation has been developed to handle various passive solar components and systems. Mass wall and direct gain systems may be analyzed. Various overhang geometries, thermocirculation heat transfer, variable thermal mass, secondary lumped thermal mass, heat pipes, selective surfaces, night insulation, and thermosyphon systems are options available in the two versions of FREHEAT (1.0 and 2.0). A radiation network can be calculated for internal heat transfe ...

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IEEE JNL IEEE Journal or Magazine

IEE JNL IEE Journal or Magazine

IEEE CNF IEEE Conference Proceeding

IEE CNF IEE Conference Proceeding

IEEE STD IEEE Standard

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Davis, C.; Emde, C.; Harwood, R.;
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Digital Object Identifier 10.1109/TGRS.2004.837505
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Picard, G.; Le Toan, T.; Quegan, S.; Caraglio, Y.; Castel, T.;
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Wen, B.; Tsang, L.; Winebrenner, D.P.; Ishimaru, A.;
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 Wang Huining; Pulliainen, J.; Hallikainen, M.;
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 Chi-Te Chen; Tsang, L.; Chang, A.T.C.; Kung-Hau Ding;
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canopies for forest fire fuel properties mapping

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Geoscience and Remote Sensing Symposium, 2000. Proceedings. IGARSS 2000. IEEE 2000
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